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Poly-sensing environment

Using sonic, visual and poetic concepts of Futurism for the first representation of the PSE's Media Environment

Background Futurism:

Filippo Tomaso Marinetti, one of the founders of the Italian Futurist movement introduced a new concept to the art world: the beauty of speed and the aesthetics of a roaring machine. His manifesto "Le Futurisme" was a three column article on the front page of the well known French newspaper "Le Figaro" on February 20, 1909. It can be seen as one of the starting points of media art.
In 1913 Luigi Russolo followed this idea by publishing "L'Arte Di Rumori", a manifesto for "The Art Of Noise". He supported his theoretical concepts of pure noise as a potential for art by physically building noise machines, so called "Intonamurati".
Being initially a literary movement the Futurists also tried to combine different media in their poems, collages, drawings, posters, concerts and performaces.
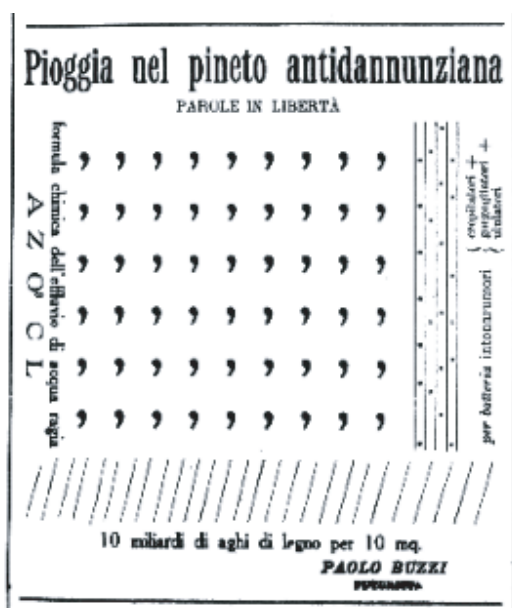
The different pieces of media chosen for a first representation of the PSE's Media Environment have their origins in Futurist works:

poem:
Paolo Buzzi, parole in liberta (1916) (left) The mots in liberta poetry of Italian Futurism contained no adjectives, adverbs, finite verbs, punctuation -- anything that would slow it down. It was mostly a collage of nouns, and this form of their poetry was intended to be an uninterrupted sequence of new images. Their parole in liberta poetry functioned on a level below mots in liberta, at what the Futurists believed to be the basis of all language: onomatopoeia.

sound:
Last Flight of the Aviator (extract) by Francesco Balilla Pratella.
An excerpt from Pratella's opera. Performed by the Russolo Ensemble and featuring noise machines or "Intonorumori".

shapes:
Fortunato Depero, Incendio (1929) (right).

Conclusion:
Similar to introducing the Futurists' new ideas to the world of Fine Arts the Poly-sensing Environment introduces a new concept of multi-modal sensory devices that collaborate in a distributed fashion to the world of Media Arts and Engineering.
Like the Futurists' works the PSE's Media Environment combines different kinds of media (sound, visual elements, poetic language).Using voice recognition to trigger different behaviors in the Media Environment the user opens, closes, manipulates or recombines media elements generating a constantly changing audio-visual Futurist collage.

for more information and resources on Futurism see
http://www.futurism.org.uk/futurism.htm